# LEGO

# stunt rally

## Instruction Manual
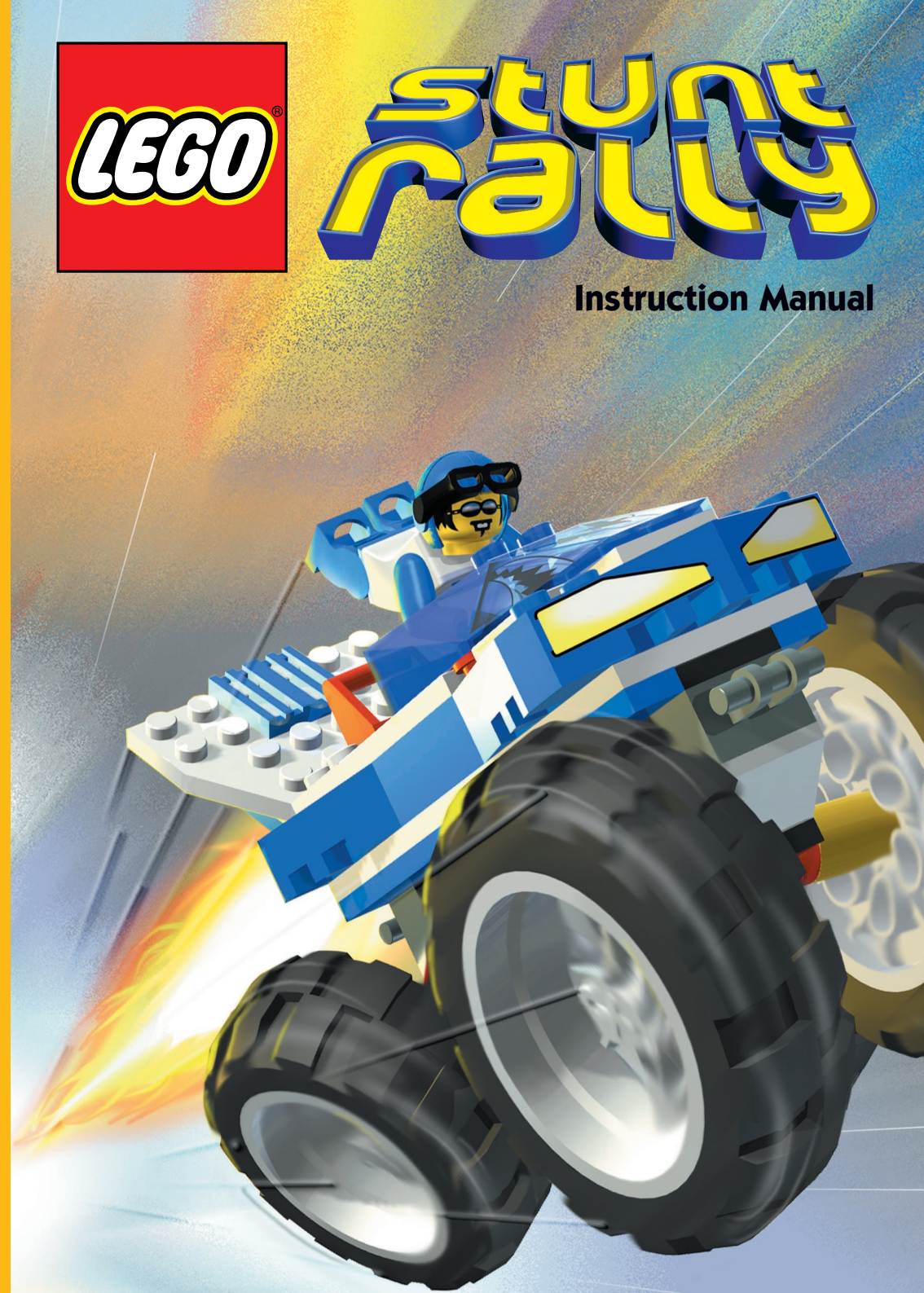
constructive.

# Contents

Thank you for buying LEGO Stunt Rally, just one of LEGO Media's great new software titles.

At LEGO Media, we are constantly striving to set new standards in software by bringing the core LEGO values into this exciting new media. As with our play materials, our software titles focus on content and quality that will stimulate imagination and creativity in new ways.

By paying the greatest attention to consumer product testing we can pride ourselves on making sure our software is 100% kids compatible and deserving of the quality seal 'Kids Tested. Kids Approved.'

We are confident that LEGO Stunt Rally will bring you hours of enjoyment. If you experience any difficulties at all with this product please do not hesitate to contact our customer services (see page 34), who will be pleased to help you. LEGO Software is all about fun, so if you love LEGO Stunt Rally just take a look through the enclosed poster to get a taster of the other thrilling titles in our range.

# Installation

## Computer

100% Windows® 95/98 DirectX 7 Compatible Computer required. Game not compatible with Windows NT, OS/2, Linux or Windows emulated operating system.

**CPU:** Pentium II 233Mhz or faster required. 300Mhz or faster recommended.

**Memory:** 32 MB RAM or higher required. 48 MB RAM or greater recommended.

**Video:** Direct3D-compatible 3D accelerator card required. 8 MB dedicated video memory required.

**CD-ROM:** Quad speed (4X) or faster CD-ROM / DVD drive required.

**Sound Card:** 100% Windows® 95/98 DirectX 7 compatible 16-bit sound card required.

**Input Device:** 100% Windows® 95/98 compatible mouse and keyboard, optional Joypad.

**DirectX:** Microsoft DirectX 7 is included on this CD-ROM and must be installed to play LEGO Stunt Rally. Please refer to the readme file contained on the LEGO Stunt Rally CD-ROM for more information regarding DirectX.

**Note:** Your system may require the "latest" Windows 95/98 drivers for your particular hardware. The CD-ROM has to be present in the CD-ROM / DVD drive for the game to run.

**Installation :** Installation requires 350 MB hard drive space. (Uncompressed.)*

*Uncompressed means that the hard drive has not been subjected to any form of file compression, which allows the hard drive space to be increased. For example, under Windows® 98 the option that would usually be used to perform this function would be called DriveSpace.

4

# Game set-up

**How do I Install LEGO Stunt Rally?**
Place the **LEGO Stunt Rally** CD-ROM into your CD-ROM drive. The installation help screen will become active after a few seconds. Follow the instructions that are displayed and you will be informed when the installation is complete.

**PLEASE READ THE ON-SCREEN INSTRUCTIONS CAREFULLY.**
Note: If the installation help screen does not appear, then the autorun function may be disabled on your system. (See the readme.txt file on the Stunt Rally CD-ROM or your technical reference manual for further details on how to activate the autorun feature.)

**How do I start LEGO Stunt Rally?**
You must restart your computer if you have been running any other applications, apart from the **setup program**. The game should always be played with as few other applications running as possible, and it is best to wait for hard disk activity to stop before running the game. To run the game, click on the LEGO Stunt Rally icon on your Windows desktop. You can also start by clicking onto:

**Start**
**Programs**
**LEGO MEDIA**
**LEGO Stunt Rally**
**LEGO Stunt Rally**
The CD-ROM has to be present in the **CD-ROM / DVD drive** for the game to run.

## Game set-up

**How do I uninstall the game?**
It is advisable to uninstall the game using the LEGO Stunt Rally uninstall option. To uninstall the game, click onto:

**Start**
**Programs**
**LEGO MEDIA**
**LEGO Stunt Rally**
**UNINSTALL LEGO Stunt Rally**
The uninstall option will help you remove files related to this program from your system.
**Note:** Any saved games will not be removed by using the uninstall option. These will have to be removed manually. Please refer to the technical reference manual or the readme.txt file on the LEGO Stunt Rally CD-ROM for instructions.

## Game set-up

**How do I check to ensure that all of my DirectX 7 drivers are certified?**
Windows ® 95/98 with DirectX 7

**Note: If you are unsure regarding any installation of DirectX drivers, then please contact your PC manufacturer, as DirectX can alter your video/ sound card settings if not installed correctly.**
With DirectX 7, you can check for a successful DirectX setup by doing the following:
Click on **My Computer** (Desktop Screen)
Choose:
**C drive**
**Program Files** folder
**DirectX** folder
**Setup** folder
Icon **DXDIAG** (Blue circle with yellow cross within it)
The screen that appears has multiple tabs along the top. You will want to click on the **DirectX Drivers** tab. All of the drivers are listed separately and you will find a Notes field along the bottom. Any problems encountered will be listed within this notes field.
Most manufacturers of video cards and sound cards are releasing updated drivers for Windows 95/98 to meet the DirectX standard. You will want to contact the manufacturer of any component that is not supported and ask them about obtaining drivers that support DirectX.
**If you have any problems starting of running this game, please see the readme.txt file contained within the LEGO Stunt Rally CD-ROM or the technical reference manual. These resources will provide you with possible solutions for problems encountered with this game.**

5

Mr X the multi millionaire and Stunt Rally World Champion, has selected you the player to be his protégé. With his help you aim to become the new world champion and step in to Mr X's shoes as owner and proprietor of Stunt Island. Once owner of the Island you will have access to all of the LEGO elements with which to make as many tracks as you wish and even get to use Mr Xs super car

LEGO Stunt Island is the fantastic creation of Mr X, a racing theme park on a gigantic scale. He has taken a whole island and terra-formed (at the cost of millions) into five zones to create extreme racing conditions. Each zone has a variety of hotels, business and racing facilities. It is here that he invites racers from around the world to compete for the chance to race in the "World Championship Final"

- **CITY** In the south Mr X has cleared the jungle and created Tarmac the ultimate urban racing environment. Here in the capital of Stunt Island, Radium has made his home defeating all but Mr X in this environment.

- **DESERT** Deep in the arid east Mr X has created the Desert the ultimate dry, hot and hostile racing environment. Here in the vast desert world, the dastardly Baron Flambo has made his home defeating all, but Mr X, by fair means or foul, in the desert.

- **JUNGLE** In the North Mr X has left the island in its natural tropical jungle state. Here he has created The Jungle which is the ultimate off road challenge. Here the mean Snake awaits the challenge from any brave enough to enter.

- **ICE** High on snowy plateaux in the great mountains to the West, Mr X has created his Ice world. The ultimate cold weather racing environment. Here the dreaded Glacia has made her home.

- **X Stadium.** On the smooth planes of LEGO Stunt Rally world lies the X Stadium. It is here that your final, most difficult challenge lies. At the very end of the game (once you have completed the qualifying races) you will finally arrive here to compete against Mr X.

## Corporate Sponsors

To help finance his extravagant lifestyle, Mr X has the backing of four key corporate sponsors. Their influence is widespread over LEGO Stunt Rally World where they have set up their businesses. They are:
- Crazy Chem "For all your hazardous chemical needs" "
- Jims Jams "Mmmmmmmm"
- Octan "slick"
- Brothers Rubber

# Front Screens

## Main Menu

The Opening screen of LEGO Stunt Rally has a few important points:

Exit LEGO
Stunt Rally Button

Game Options

The Mouse cursor.

MR X – The in-game
help system.

Game menu.

## Race Menu

The game menu allows the following navigational links:

Return to Main Menu

Quick Race

Championship

Single Player

Multi Player

# Help

The game contains a spoken help system accompanied by an animation of Mr X talking.

• You can turn help on and off with the bottom left button on all non-race screens:

• The help system in the game consists of two parts:

1. All the major buttons on all final screens have Tooltips to explain the buttons function.

2. AI Help also tells you if there is a problem in the track you are building in Construction Mode: if a piece does not connect correctly in the track it glows red (although you can still place it). To help the user, the last valid connected track piece glows green until a circuit is completed.

# Options Screen

The game options allow you to tailor the game to run on your computer. This screen is only available from the Main Menu screen.

Sound slider adjusts the sound effects volume.

Music slider adjusts the music volume.
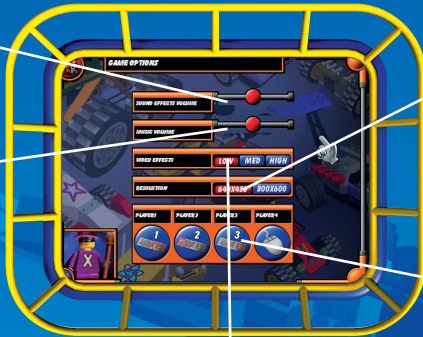
Resolution: This changes the resolution of the game altering the level of detail. 640 by 480 should be chosen for slower machines.

Player control options: allows you to change the controls for all 4 players

Video: Based on your card's capabilities select one of the following 3 options:
- Low – This allows minimal in-game effects for example the Player Race Cam will not be on.
- Medium – This plays a level of in game effects suitable for most mid-range video cards

# Controls

The controls for the game are as follows:

**Keyboard 1:**

| | | |
|---|---|---|
| Up arrow | = | accelerate |
| Down arrow | = | brake |
| Left arrow | = | left lane change |
| Right Arrow | = | right lane change |
| Return | = | Car horn/activate pickup |

**Keyboard 2**

| | | |
|---|---|---|
| Q | = | accelerate |
| A | = | brake |
| S | = | left lane change |
| D | = | right lane change |
| F | = | Car horn/activate pickup |

**Keypad 3**

| | | |
|---|---|---|
| Up arrow/8 | = | accelerate |
| Down arrow/2 | = | brake |
| + button | = | Car horn/activate pickup/display player number) |
| Left arrow/4 | = | left lane change |
| Right arrow/6 | = | right lane change |

**Controller1 & 2**

| | | |
|---|---|---|
| Button 1 | = | accelerate |
| Button 2 | = | Car horn/activate pickup |
| Button 3 | = | brake |
| Left | = | left lane change |
| Right | = | right lane change |

**Mouse**

| | | |
|---|---|---|
| Left button | = | accelerate |
| Middle button | = | brake |
| Right Button | = | Car horn/activate pickup |
| Left motion | = | left lane change |
| Right motion | = | right lane change |

# General Screen Navigation

The basic in-game navigation is controlled by the following buttons:

Back one screen/ or jump back to the relevant menu.

Race mode/Test track. On certain screens this button is used for progressing to the next screen.

The rest of the game is navigated by the on screen menus.

# Construction Mode

Construction Mode allows to create your own race tracks for use in both Single player races and Multi-player races. The following tools allow you to navigate around the Construction mode of LEGO. Stunt Rally all buttons and areas of this screen are linked to specific help speech.

Eraser for deleting elements. To use the eraser click on the icon to activate it then click on the track piece that you want to delete.

Click on this button to change the map view

Click on this button to zoom in or zoom out

Click on this button to start with a new map

Click on this button to Load or Save a track layout

Click on this button to print out the fantastic new track you've just created!

To move about the map, giving you access to all of the world, move the cursor to the edge of the screen in the direction desired.

## Track Size

- The track size defaults to 16 x 16 single player size.
- Use the Start a new map button and choose between 8 x 8 multi player and 16 x 16 single player maps.
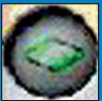
## Construction Buttons

The following buttons are used to gain access to and alter the elements in the world:

Select scenery elements.

Click here to choose your building elements

Click here to choose your track elements

Click here to select one of four worlds (city, desert, jungle or ice)

Click on this button to switch between day and night modes

## Element Tray

- Use the left mouse button to select elements from the tray and place them in the world. (you can also pick up elements that have been placed onto the map already and reposition it)
- Use the right mouse button to rotate selected elements before placement. It is very important to align your track pieces correctly, if your track does not join together properly then you will not be able to use your track in the single or multi player race options.

    N.B. The help system will always tell you if pieces are not aligned correctly.

14
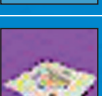
## Construction Icons

The construction mode of LEGO Stunt Rally is controlled by icons situated in the Element tray as previously described. Each different LEGO tile has a different icon here are a few examples.

| | |
|---|---|
| | Scroll Button for scrolling through the selected tray if there are more pieces available than can fit on one screen. |
| | 2 x 2 City Corner icon. Just one of a number of different track elements available in the tray. |
| | This is a Fan stunt piece. When you drive over this your car is blown upwards into the air. |
| | This is a Jump stunt piece. This jump will send your car spinning around in mid air. |
| | This is a Drive or Die stunt piece. If you stop moving while driving over this piece your car will sink into the trap. |
| | This is a Hazard stunt piece. If you drive slowly over this tile you will get pulled into the roadside trap. |

15

| | |
|---|---|
|  | This is a Loop stunt piece. When you drive through this you will do a Loop the Loop. |
|  | This is a Cannon stunt piece. Cars that drive into the cannon get fired up into the air in a puff of smoke. |
|  | This is a Timed trap stunt piece. This trap is on a timer and it will activate every now and again, make sure your car is not in it when this happens or you will get squashed. |
|  | This is a Power Up Pickup building, placed as part of the track it will produce various power ups for the cars. There are many different power ups and buildings to collect. |
|  | This is an example of the building pieces available to make your map look more interesting |
|  | This is an example of the scenery pieces available to make your map look more interesting. |

**Auto Construction**

To aid the player certain pieces on the map will highlight as follows:
• The last valid connected track piece will highlight in green.
• Illegally placed pieces will highlight in red.

The Help system will provide advice and possible solutions when general and specific problems are encountered in Construction mode

**Loading and Saving Maps**

**Saving your Track**

To save a track, click on the Load/Save button and select the save option from the Load/Save pop up menu. This takes you to the Save screen.



Track name and list

Bird's eye view of the map

Save Button

Hard Drive and Floppy Drive buttons
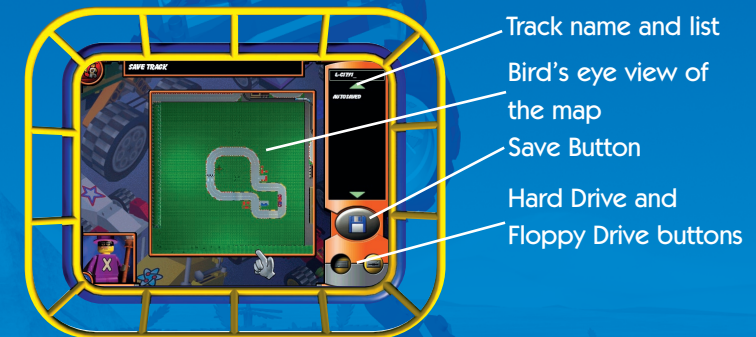
You can choose to save your track to either the computer's hard drive or to a floppy disk by using the hard drive and floppy drive buttons on the screen. If you are saving a track to a floppy disk then please make sure that the disk placed in the drive is not full or write protected.

To save a track you can either enter the name you wish to call your track into the track name box, or click on one of the existing names and save over that track. Use the scroll arrows above and below the track list to view all available tracks. Please note that if you save a track over a previous one then it will be lost permanently.

16

17

## To Load a Track

To load a previously saved track into Construction click on the Load/Save button and select the load option from the load/save pop up menu. This takes you to the Load screen.

Track name and list

Bird's eye view of the selected map

Load Button

Hard drive and Floppy Drive buttons

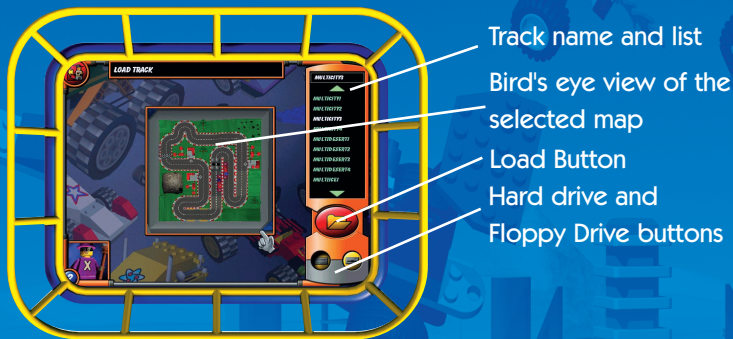You can choose to load your track from either the computer's hard drive or from a floppy disk by using the hard drive and floppy drive buttons on the screen. If you are trying to load from a floppy disk then please make sure the disk is inserted into the drive correctly.

To load a map, use the arrows above and below the Track List to scroll through the various available tracks. Click on the name of your desired track and then click the Load button. The selected map will be placed into Construction allowing you to make alterations to or complete the track.

### Test Driving

Clicking on the large blue race button in Construction will allow the user to test drive the current loaded track. Even incomplete tracks can be test driven. Test-driving is useful in determining how well a new track actually drives.

18

# LEGO Stunt Rally Championship Map Screen

This screen allows you to navigate the LEGO Stunt Rally World Championship. The world consists of four different environments, City, Desert, Jungle and Ice. Each world consists of four races and one Boss. To progress you must win each race. Once again Mr X will guide you through this screen.

Select a race by clicking on a flashing race marker

The next race and any races previously completed are available for selection.

### Race Prizes

Throughout LEGO Stunt Rally there are prizes and bonus items to be won. When you first start the game you will have access to only the City and Desert themes and certain track and building pieces. This means that in Construction Mode you will only be able to build City and Desert tracks. You are also restricted to certain stunt tiles and buildings. To free up the unavailable pieces and themes you must win races in the LEGO Stunt Rally World Championship.

To free up the stunt tiles you must win the relevant race where they first appear. To gain access to Jungle & Ice you must defeat the villain and complete the preceeding worlds.

19

# Track Select Screen

This screen allows you to choose which track you want to race on, it is used for both single and multiplayer races. Click on a track name to select that track. A bird's eye view of the track will be displayed on the screen to help you choose. Once you are happy with your selection click on the race button to proceed to the pre-race screens

# Character Select Screen

This is the screen where you select which character you want to race as. Apart from the general navigation button on the screen there is also the character select button:

Use the character icon button to change the selected player character.

# Workshop

This is where you can select the car that you will race in. The different cars have different characteristics. For example, the Monster Truck is quite slow but turns well, while the Dragster is very fast but is more difficult to steer.

## Car selection

You can change the setup of your car by using the following buttons.

Click here to change the type of body your car will have.

Click here to paint it different colours and different styles

Click here to change the type of tyres

Clicking on the Car and Tyre selection buttons will also effect the grip and top speed indicators, you should keep an eye on these as they tell how well the car will handle in the different worlds. For example, if you fit slick tyres to your car for an ice track you will slide frequently, but if you fit grip tyres you will be able to turn a little more easily.

**Other buttons in the workshop are:**

Random car selector – Clicking here will make the computer automatically select a car, tyres and colour for you.

Click on this button to print out a picture of your world-beating car!

# Pre Race Screen

This screen allows you to select who you are going to race against. By using the following buttons you can find out information about them:



Click on this button to select the characters that will participate in the race (NB: this is not available in the Campaign Races as all your opponents are pre-selected).

Clicking on this button will bring up the characer information screen.

### Single Player & Championship

• Cars can be controlled using the keyboard for forwards, backwards, left and right. Note steering is primarily controlled by the computer, you can only influence the path chosen. Other control devices (e.g. joysticks) will also function using the left and right axis to change lanes. Acceleration is controlled by button 1 and braking by pulling back. The cars currently default to the following controls:

1. The first car is controlled using the keyboard arrow keys.
2. The second, third and fourth cars are computer controlled.

• Use the return key or button1 to sound your car horn or use pick ups.
• Press escape for the in game menu. During a race this will give you the options to restart the race, exit the race back to the relevant menu or return to the race.
• At the end of every race the winner will go on a Victory parade followed by a victory animation
• All single player and campaign races take place on the larger, 16x16, maps

### Multi-player

In multi-player mode you can choose to race with up to 4 user-controlled cars. The control method for these games can be specified in the options screen. Each player will choose their own character and car before the race starts. Multi player races can only take place on the smaller 8x8 tracks. Four cars will always compete in a multi player race, so if you choose a two player game there will be 2 computer controlled cars racing.

### Power-ups

A number of power-ups are present in the game. Power-ups function as follows:
• Certain buildings that are attached to the track will spawn power-ups.
• A power-up is gained when a car drives over it.
• Power-ups activate when the activate key is pressed.
The following power ups are available in the game, once you have collected one in a race then you can use it in the Construction mode on Your own maps.

| | | |
|---|---|---|
| | Turbo Rocket boost | Once activated this causes your car to have a super speed increase. |
| | Mega Handling | This power up enables you to take tight corners at great speeds. |
| | Bumper Car | This power up generates a force field, which will destroy the other cars when they bump into it. |
| | Freeze Ray | This will emit a freeze ray out of the front of the car which will stop any car it touches for a few seconds. |
| | Random Pickup | This building will generate one of the four power ups described above at random. |

The four different droppers allow you to drop one of the following splats. When a car drives over them they have the following effect

| | | |
|---|---|---|
|  | Jam | The car will get stuck for a few seconds. This is found in the City world |
|  | Rubber | The car will bounce up in the air. This is found in the Jungle world |
|  | Chemical | Strange chemical effects will randomly affect the car. E.g. the car may become invisible. This is found in the Ice world |
|  | Oil | The car will spin around out of control. This is found in the Desert world |

A slight twist on the power up theme are the Spillage Trucks – Place a truck building piece in to your track and a truck comes out of the building and drives about, if it is hit by a car it falls over and spills its load over the road. Any car which then drives over the spillage will be affected depending on what load the truck was carrying.

## Printing

At various points throughout the game you are given the option to print your track, car or character. For this function to work please make sure that the printer is set as the default Windows printer on LPT 1. LEGO Stunt Rally will only print to the default printer.

# The Characters and their cars

Mr X, World Champion and owner of LEGO Stunt Rally World, maintains a secret identity for fear of being kidnapped by his dastardly opponents.

Mr X drives the incredible rocket powered "X car". The best car in LEGO Stunt Rally world.

## The Villains

Each villain is the champion of one of the Stunt Island environments. The player will meet each of them in the final track within each environment. The player must defeat them all before competing against Mr X in the final race.

### Baron Flambo

Baron Flambo is perhaps the most dastardly of the opponents and will be found harassing anyone who is unfortunate enough to enter his desert home.
Baron Flambo was the best driver on the planet before Mr X came along (well arguably he was the best cheat).
The Baron has never been able to deal with the fact that Mr X is better than him and longs to defeat him by any means. When he defeats Mr X he plans to unmask him and banish him from LEGO Stunt Rally world forever.

"Baron Flambo" drives the "Hot Rod", a fast car but difficult to control.

### Glacia

Glacia lives in Ice World and is the current ice racing champion. She is famous for being a heartless ice maiden willing to use any tactic to win a race and often does because of it. When she is not tucking in to a nice bowl of Ice Cream or racing around at great speed, Glacia enjoys Skiing, Ice skating and Tobogganing.

Glacia drives the "Ice Monster", a super monster truck that is faster than the normal one.

### Snake

Snake was once a soldier, well, for a few weeks before the army threw him out for causing trouble. Snake was just a private but he couldn't understand why everyone refused to do what he told them.
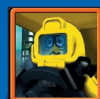
Snake moved to the jungle to live with the snakes and lizards. These are the only critters he can truly call his friends and they taste pretty good too.

Snake longs to win control of LEGO Stunt Rally World so he can finally get to shout at everyone and boss them around.

Snake drives the Jeep which has good handling and average speed.

Radium lives in the City. Once the Rock Raiders scientist "Ray Dium" he was caught in one of his own politically incorrect pollution experiments. Nowadays he has to wear a full environment suit to contain his own radioactivity, or so he says.
Actually most people think he just wears it to look scary and to make his voice all deep.

Radium Drives a large 6 wheeler truck, 'Rad Truck'. He likes driving the truck because it's bigger than most other cars. It's fast and can corner reasonably well.

### The Heroes

The player may select to play as one of the following characters. These characters represent a close knit group of friends who have formed a racing team to learn from Mr X at Stunt Island. Mr X adopted them as his protégés. He hopes that one day with practice and training one of them will be good enough to win the World Championship and take over the running of Stunt Island. The player may select any available car but each hero has a default car associated with him.

### Chip

Chip is a bit of a lad. He likes to joke and muck about and would probably win more if he paid more attention to what he was doing.

Chip's favourite car is the "Rocket Kart" A nippy little car that handles skittishly.

### Barney

Barney is very clever indeed. He is so clever that he left school at the age of five to "do something more challenging"

Barney's favourite car is the "Dragster" one of the fastest and most difficult cars to steer in LEGO Stunt Rally.

### Lucky

Lucky likes fair play. She never ever cheats but is so good she can win anyway!

Lucky's favourite car is the "Mud Monster" a slower car but great at taking corners.

### Wrench

Wrench. This guy is huge! But he's a big softy really.

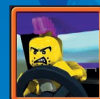Wrench's favourite car is the "Boost Buggy", with reasonable speed and manoeuverability.

### The Other Challengers

These other racers form the stock opponents of the game. While they fancy their chances of becoming World Champion, they don't quite cut the mustard as Championship contenders.

### Sid Vacant

Sid Vacant, a rebel and a punk who loves to race recklessly….and what are you gonna do about it!

Sid drives the "V8 Eliminator" a fast car but quite hard to steer.

### Brad Speedo

Brad Speedo, an all American racer. He has a reputation as a stunt man although that's more a reflection of his inability to find the brake pedal than anything else.

Brad drives the "F1 Speedster", a fast car that handles quite well.

## The Characters and their cars

### Sandy Surf

Sandy Surf is a hippy beach girl. Sandy has a happy-go-lucky approach to life and her driving.

Sandy drives the "Beach Buggy" which has reasonable speed and handling

### Megahurtz

Megahurtz is a slightly haywire robot that wants to be human. Mega built his own car the "MoonBuggy", so he could race to win money for personal improvement.

The "Moon Buggy" has average speed and cornering.

# Credits

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Gary Simmons - QA Group Lead
Testers - Alex Munday, Sophie Blakemore,
David Lane, Mohammed Ajaib
and Matthew Marriner
Andrew Donnely - Technical Lead

**Localisation**
Isabelle Martin – Localisation Manager

**Logistics**
Nic Ashford - Head of Logistics
Robert Boyle - Logistics Controller

**International Marketing**
Petra Bedford - Global Brand Director
Helen Nicholas – Marketing Manager –
Constructive & Games

**International Sales**
Leah Kalboussi - Global Sales Director

**Additional Thanks**
Special thanks go to all the children who gave
their valuable input throughout the
development of this title.

## Technical Support

| | |
|---|---|
| **Technical Support:** | 0870 600 3003 |
| **Fax:** | 0870 600 3004 |
| **E-mail:** | help@uk.legomedia.com |
| | Support Times |
| | 9.30am - 6.30pm Monday - Friday |
| | (excluding Weekends and Bank Holidays) |
| | |
| **World Wide Web:** | www.legomedia.com |
| | |
| **Address:** | Technical Support / Customer Services |
| | LEGO Media International Limited |
| | LEGO House |
| | 33 Bath Road |
| | Slough |
| | Berkshire |
| | SL1 3UF |
| | England |

If you do telephone, please be sitting in front of your computer (if possible) and be sure to provide us with as much information as possible. Make sure to note the exact type of hardware that you are using in your system, including:

- Speed and Manufacturer of your Processor.
- Make & Model of your Sound Card and Video Card.
- Make & Model of your CD-ROM or DVD Drive
- Amount of RAM present.
- Any additional Hardware and Peripherals.
- Any error information.

Note - If you have any problems in obtaining any System Information please consult your System supplier.

34

## 100% Satisfaction Guaranteed Or Your Money Back Offer

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If you are not completely satisfied with this LEGO Media product, you are entitled to return it within 30 days to LEGO Media for a prompt and full refund. Provided that the complete product is returned, i.e. undamaged, and includes all materials from the box you purchased, and provided that you present the original receipt. The above is in addition to, and does not affect, your statutory rights as a consumer.

Please contact Customer Services for details.

## Epilepsy Warning

Please read before using any video game or allowing your children to use it.

Some people are liable to have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk a seizure while watching televised images or while playing certain video games, and this can occur even if there have been no previous medical problems or experience of epilepsy.

If you or a member of your family has ever shown epileptic symptoms (seizure or loss of consciousness) when exposed to flickering lights, consult your doctor before playing.

Parents should supervise their children's use of video games. If you or your children experience any of the following symptoms - dizziness, altered vision, eye or muscle twitches, loss of consciousness, disorientation, involuntary movements or convulsions - discontinue use immediately and consult your doctor.

PLEASE TAKE THE FOLLOWING GENERAL PRECAUTIONS WHEN PLAYING VIDEO GAMES
Do not sit too close to the screen; position yourself with the controller cable at full stretch. Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10-15 minutes per hour while playing video games.

35